

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A computer-readable recording medium on which is recorded a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting an input to a computer of a candidate character intended to be an object of an action to be performed by a predetermined character in accordance with a control operation of a the player;

AI determining whether the ~~input accepted~~ for the candidate character is ~~for an~~ the enemy character; and

flashing or not flashing ~~displaying~~, in accordance with a determination result, a cursor in a vicinity of the candidate character ~~differently~~ depending on whether or not the candidate character is ~~an~~ the enemy character.

2. (Currently amended) A computer-readable recording medium on which is recorded a video game program capable of displaying multiple characters including a

P21337.A04

player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting input to a computer of an attack action or a defense action to be performed by a predetermined character in accordance with a control operation of a the player;

accepting the input to the computer of a candidate character intended to be an the object of the attack action or the defense action to be performed by the predetermined character in accordance with a control operation of a the player; and

AI displaying, ~~in accordance with the type of the action accepted as input and the type of the candidate character accepted as input, the vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character~~ when the input action is the attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and

displaying when the input action is the defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color,

and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

3. (Canceled)

4. (Canceled)

5. (Original) The computer-readable recording medium according to claim 1, on which is recorded a program for displaying a predetermined character vicinity differently from a candidate character vicinity.

6. (Currently amended) A video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting an input to a computer of a candidate character intended to be an any object of an action to be performed by a predetermined character in accordance with a control operation of a the player;

a determining ~~that determines~~ whether ~~or not the input accepted for~~ the candidate character ~~in the input-accepting step~~ is for ~~an~~ the enemy character; and

~~a displaying that~~ flashing or not flashing, in accordance with a determination result, ~~obtained in the determining, displays~~ a cursor in a vicinity of the candidate

P21337.A04

character differently depending on whether or not the candidate character is ~~an~~ the enemy character.

7. (Currently amended) A video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting a first input to a computer of an action to be performed by a predetermined character in accordance with a control operation of a the player;

AI accepting a second input to the computer of a candidate character intended to be an object of the action to be performed by the predetermined character in accordance with a control operation of a the player; and

~~a displaying that, in accordance with the type of the action accepted as the first input and the type of the candidate character accepted as input in the second input, displays the vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character when the input action is the attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and~~

displaying when the input action is the defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color, and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

8. (Canceled)

9. (Canceled)

10. (Original) The program according to claim 6, further displaying a predetermined character vicinity differently from a candidate character vicinity.

A1 11. (Currently amended) A video game processing method of a video game capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, the method comprising:

accepting an input to a computer of a candidate character intended to be an object of an action to be performed by a predetermined character in accordance with a control operation of a the player;

determining whether the ~~input accepted for the~~ candidate character ~~in the accepting~~ is ~~for an~~ the enemy character; and

~~flashing or not flashing displaying~~, in accordance with a determination result obtained in the determining, a cursor in a vicinity of the candidate character ~~differently~~ depending on whether or not the candidate character is ~~an~~ the enemy character.

12. (Currently amended) A video game processing method of a video game capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, the method comprising:

accepting a first input to a computer of an action to be performed by a predetermined character in accordance with a control operation of ~~a~~ the player;

M accepting a second input to the computer of a candidate character intended to be an object of the action to be performed by the predetermined character in accordance with a control operation of ~~a~~ the player; and

~~displaying, in accordance with the type of the action accepted as the first input and the type of the candidate character accepted as the second input, a vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character~~ when the input action is the attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and

displaying when the input action is the defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color, and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

13. (Canceled)

14. (Canceled)

15. (Original) The video game processing method according to claim 11, further comprising a displaying of the predetermined character vicinity differently from the candidate character vicinity.

AI 16. (Currently amended) A video game apparatus, comprising:

a ~~storing~~ storage system that stores a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player;

a computer for reading from the ~~storing~~ storage system and executing the program;
and

a display apparatus for picture display, provided as an output system of the computer,

P21337.A04

wherein the computer, by executing the program, accepts the input of a candidate character intended to be an object of an action to be performed by a predetermined character in accordance with a control operation of a the player; determines whether ~~or not the input accepted for~~ the candidate character is ~~an~~ the enemy character; and displays a cursor in the vicinity of the candidate character differently flashing or not flashing depending on whether or not the candidate character is ~~an~~ the enemy character.

17. (Currently amended) A video game apparatus, comprising:

A1 a ~~storing~~ storage system that stores a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player;

a computer for reading from the ~~storing~~ storage system and executing the program; and

a display apparatus for picture display, provided as an output system of the computer,

wherein the computer, by executing the program, accepts the input of an action to be performed by a player character in accordance with a control operation of a the player; accepts the input of a candidate character intended to be an object of the action to be performed by the predetermined character; ~~and in accordance with the type of the action~~

P21337.A04

~~accepted as input and the type of the candidate character accepted as input, displays the vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character~~ when the input action is the attack action and the candidate character is the enemy character, a cursor pointing at the candidate character in a first color, and when the input action is the attack action and the candidate character is not the enemy character, the cursor pointing at the candidate character in a second color; and displays when the input action is the defense action and the candidate character is not the enemy character, a cursor pointing at the candidate character in a third color, and when the input action is the defense action and the candidate character is the enemy character, the cursor pointing at the candidate character in a fourth color.

18. (Canceled)

19. (Canceled)

20. (Original) The video game apparatus according claim 16, wherein the computer displays a predetermined character vicinity differently from a candidate character vicinity.
